FIG. 1A

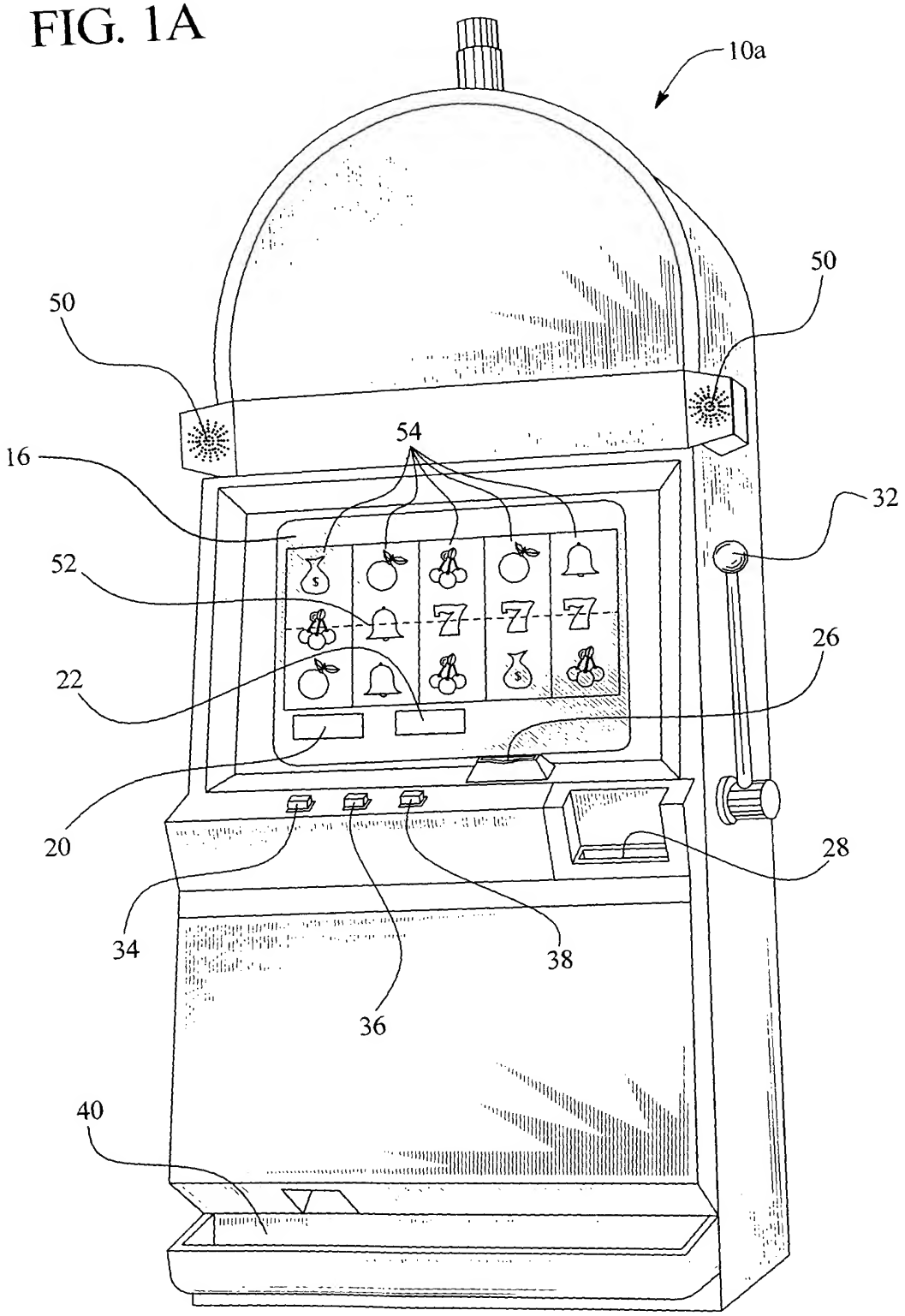


FIG. 1B

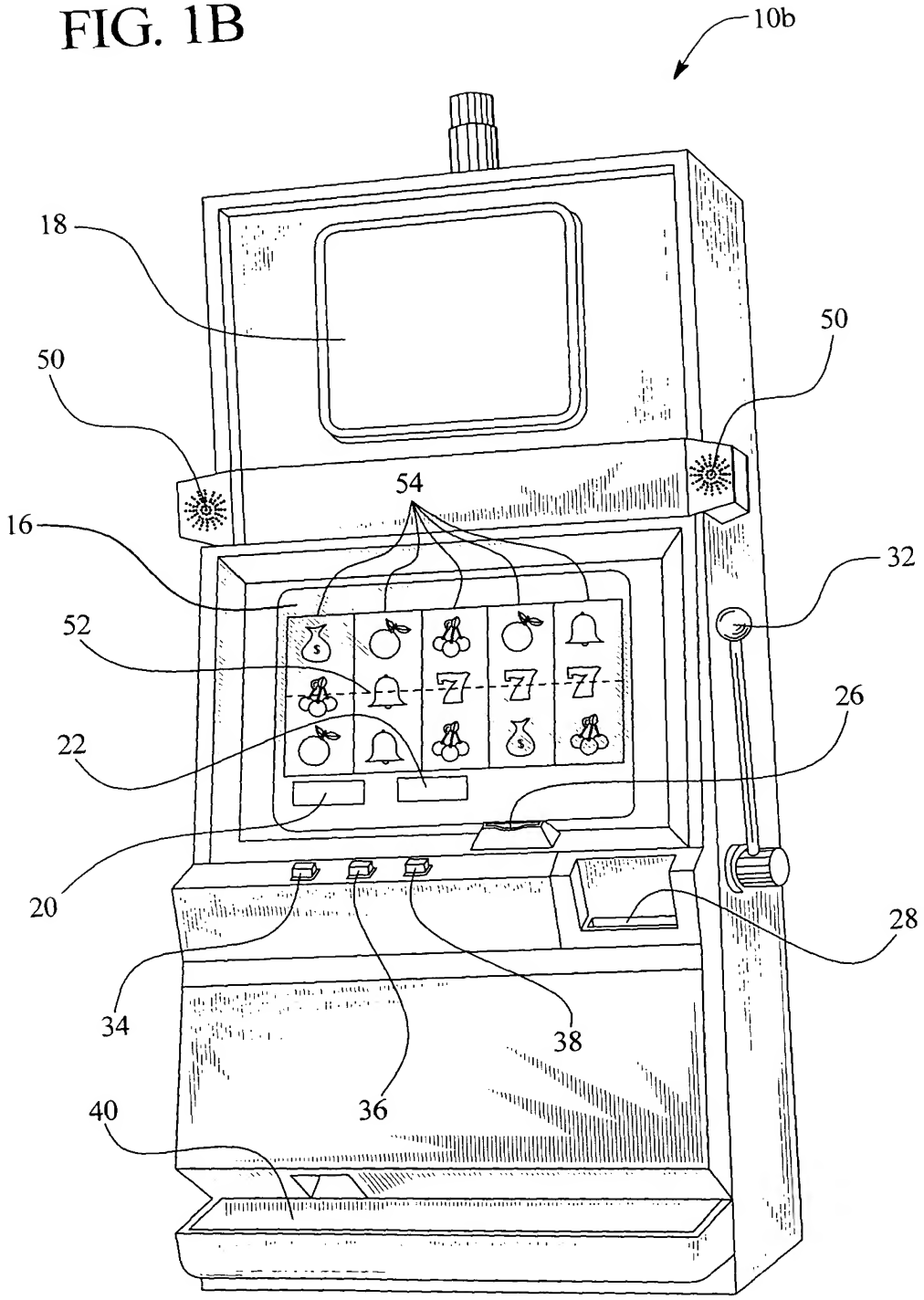


FIG. 2A

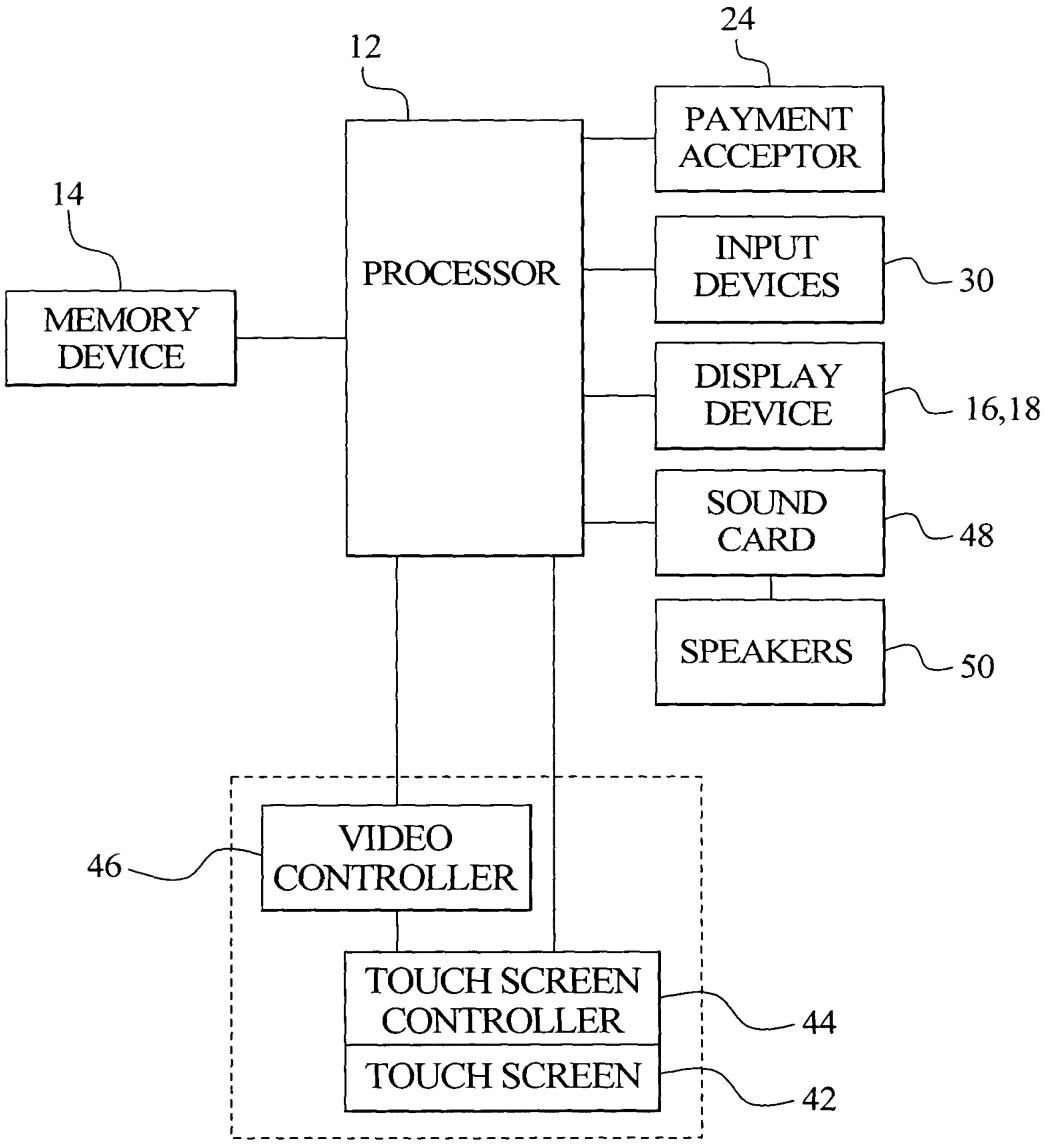

12
24
PAYMENT ACCEPTOR
14
PROCESSOR
INPUT DEVICES
30
MEMORY DEVICE
DISPLAY DEVICE
16,18
SOUND CARD
48
SPEAKERS
50
VIDEO CONTROLLER
46
TOUCH SCREEN CONTROLLER
44
TOUCH SCREEN
42

FIG. 2B

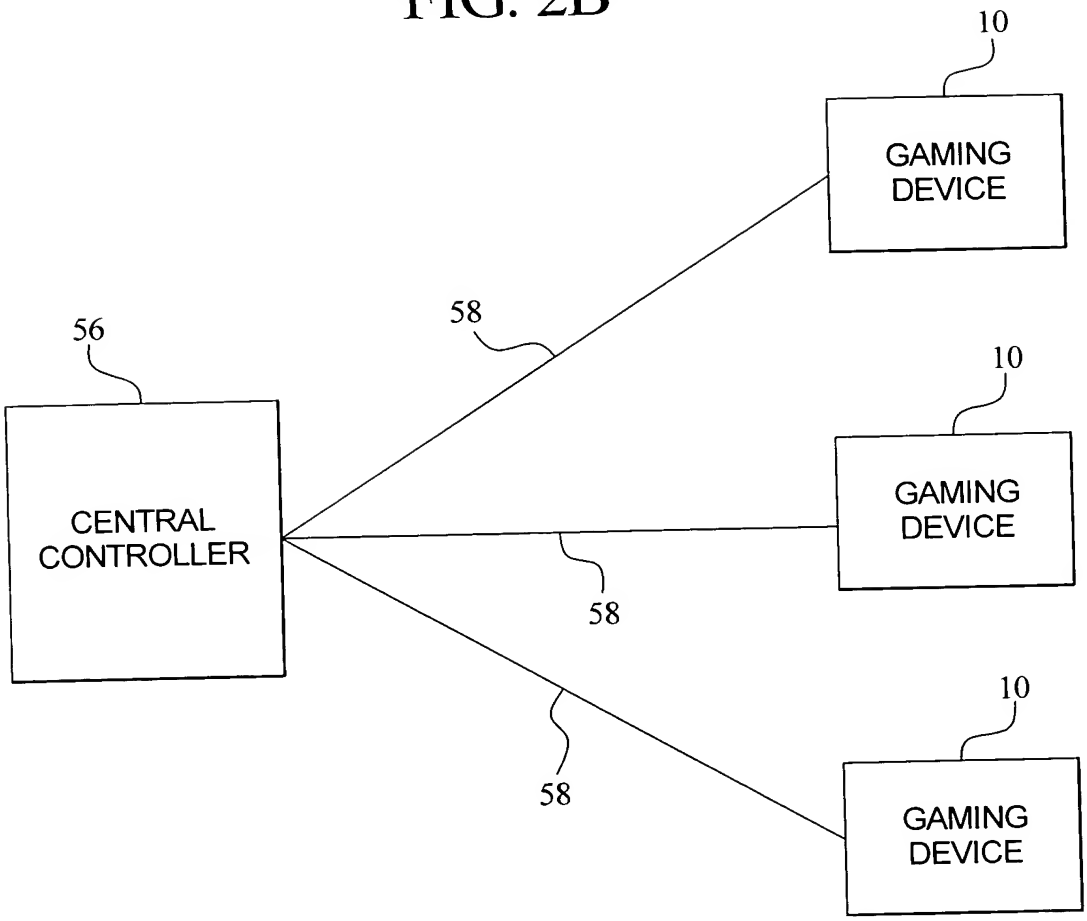

10
GAMING DEVICE
58
56
10
CENTRAL CONTROLLER
GAMING DEVICE
58
10
58
GAMING DEVICE

FIG. 3

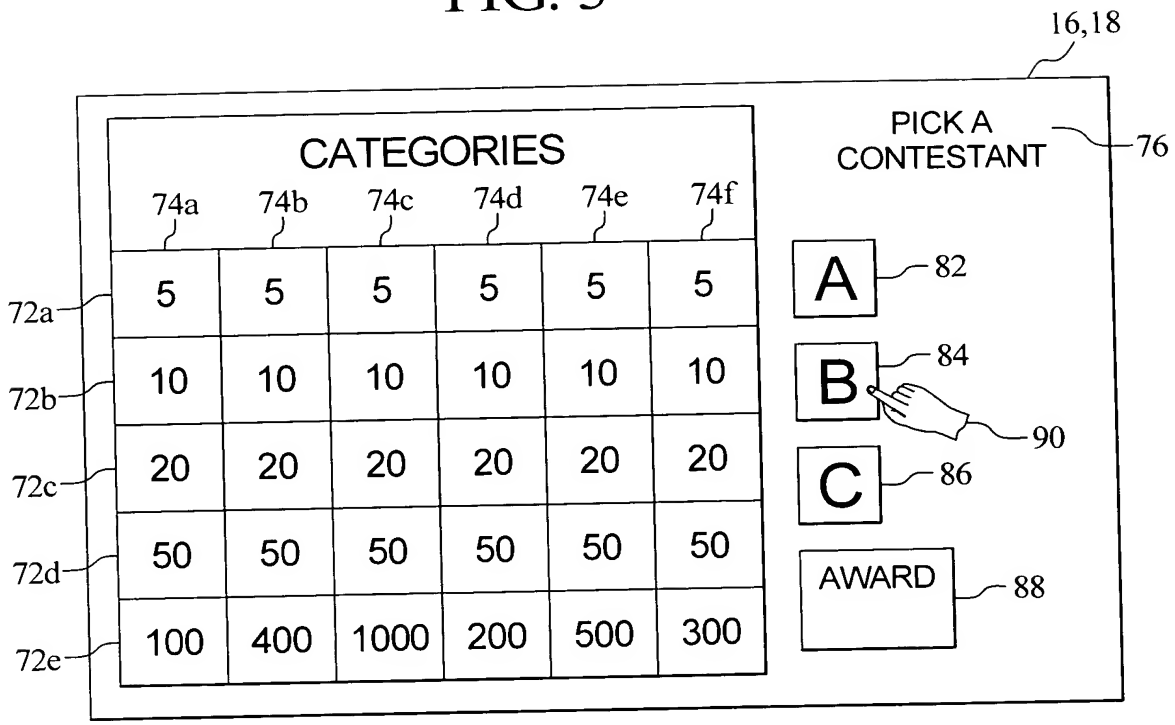

16,18
CATEGORIES
74a
74b
74c
74d
74e
74f
72a
72b
72c
72d
72e
5 5 5 5 5 5
10 10 10 10 10 10
20 20 20 20 20 20
50 50 50 50 50 50
100 400 1000 200 500 300
PICK A CONTESTANT
76
A
82
B
84
90
C
86
AWARD
88

FIG. 4

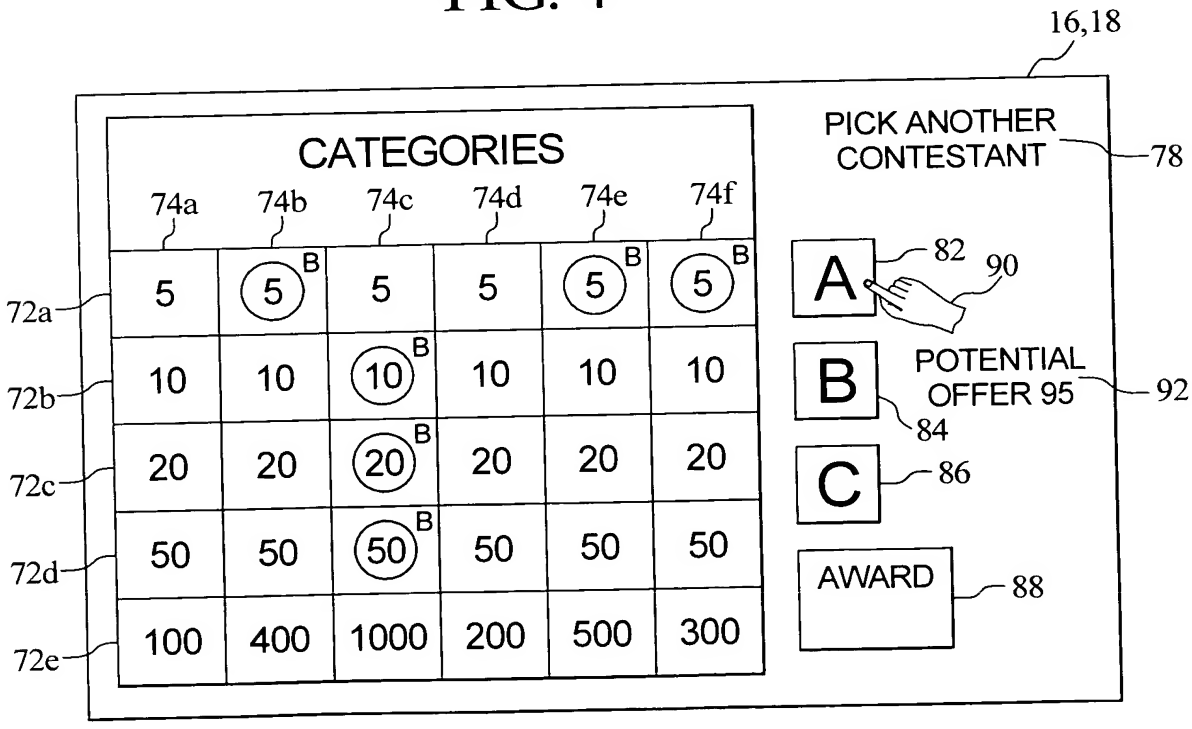

16,18
CATEGORIES
74a
74b
74c
74d
74e
74f
72a
72b
72c
72d
72e
5 5B 5 5 5B 5B
10 10 10B 10 10 10
20 20 20B 20 20 20
50 50 50B 50 50 50
100 400 1000 200 500 300
PICK ANOTHER CONTESTANT
78
A
82
90
B
84
POTENTIAL OFFER 95
92
C
86
AWARD
88

FIG. 5

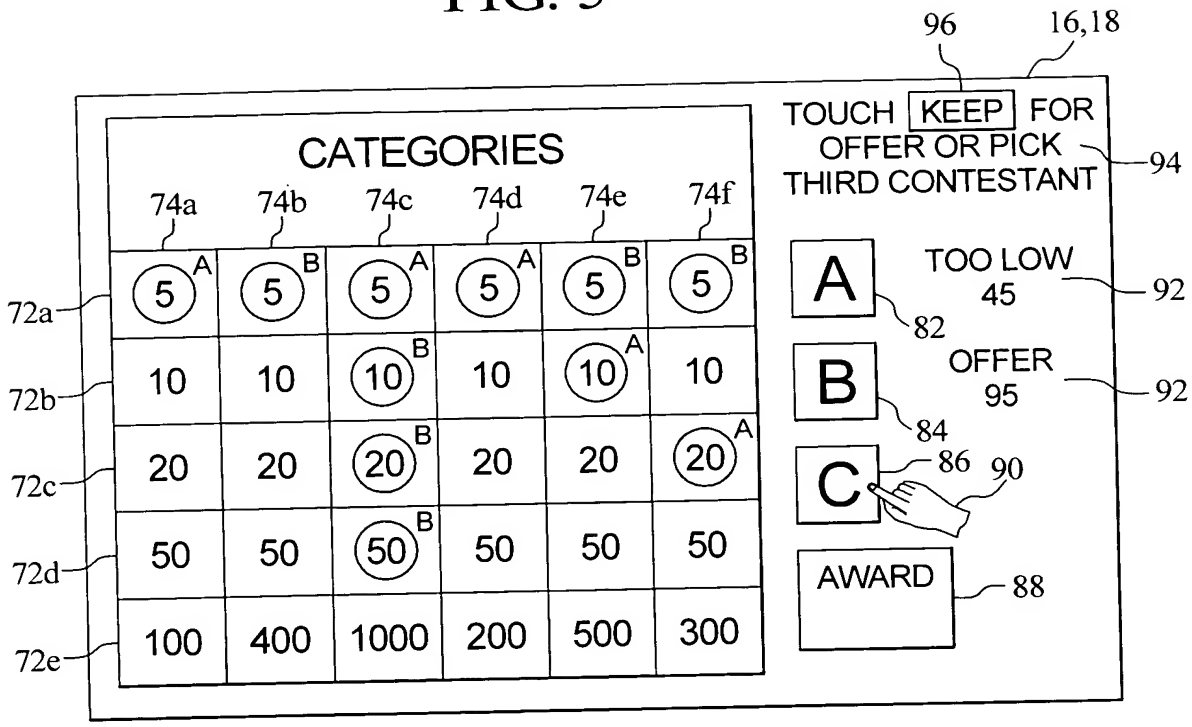

96
16,18
CATEGORIES
74a
74b
74c
74d
74e
74f
72a
72b
72c
72d
72e
5 A
5 B
5 A
5 A
5 B
5 B
10
10
10 B
10
10 A
10
20
20
20 B
20
20
20 A
50
50
50 B
50
50
50
100
400
1000
200
500
300
TOUCH KEEP FOR OFFER OR PICK THIRD CONTESTANT
94
A
82
TOO LOW 45
92
B
84
OFFER 95
92
C
86
90
AWARD
88

FIG. 6

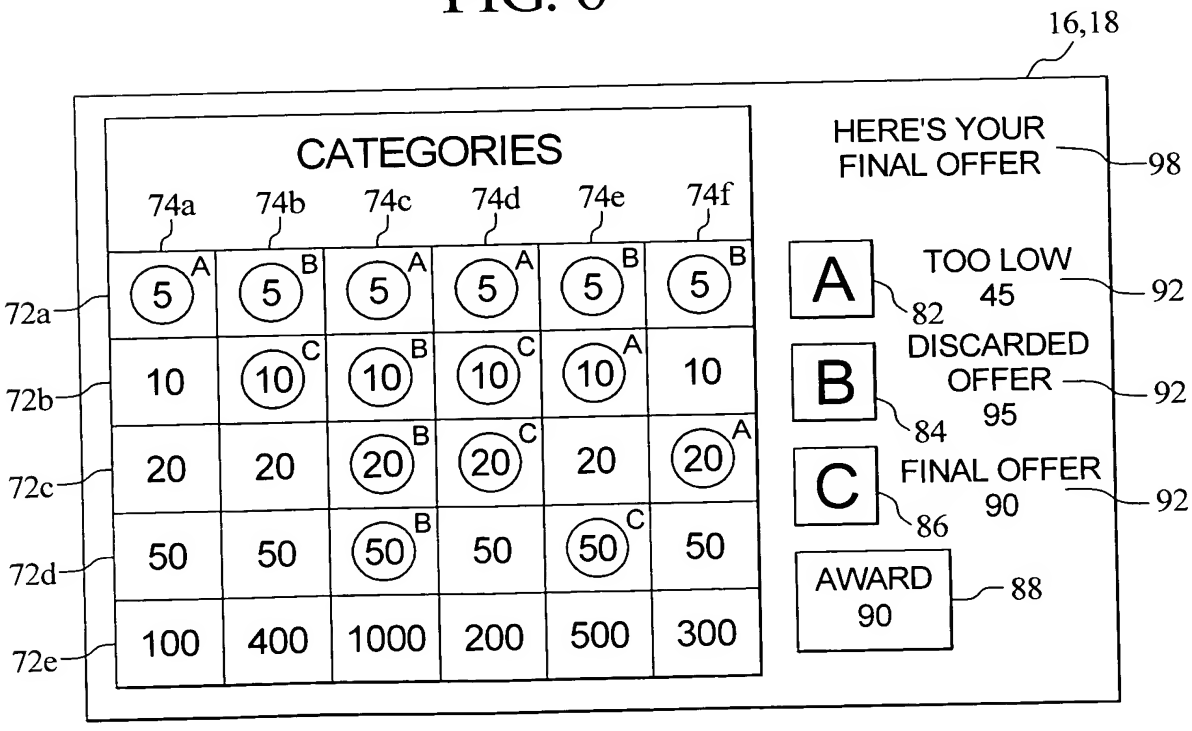

16,18
CATEGORIES
74a
74b
74c
74d
74e
74f
72a
72b
72c
72d
72e
5 A
5 B
5 A
5 A
5 B
5 B
10
10 C
10 B
10 C
10 A
10
20
20
20 B
20 C
20
20 A
50
50
50 B
50
50 C
50
100
400
1000
200
500
300
HERE'S YOUR FINAL OFFER
98
A
82
TOO LOW 45
92
B
84
DISCARDED OFFER 95
92
C
86
FINAL OFFER 90
92
AWARD 90
88

FIG. 7

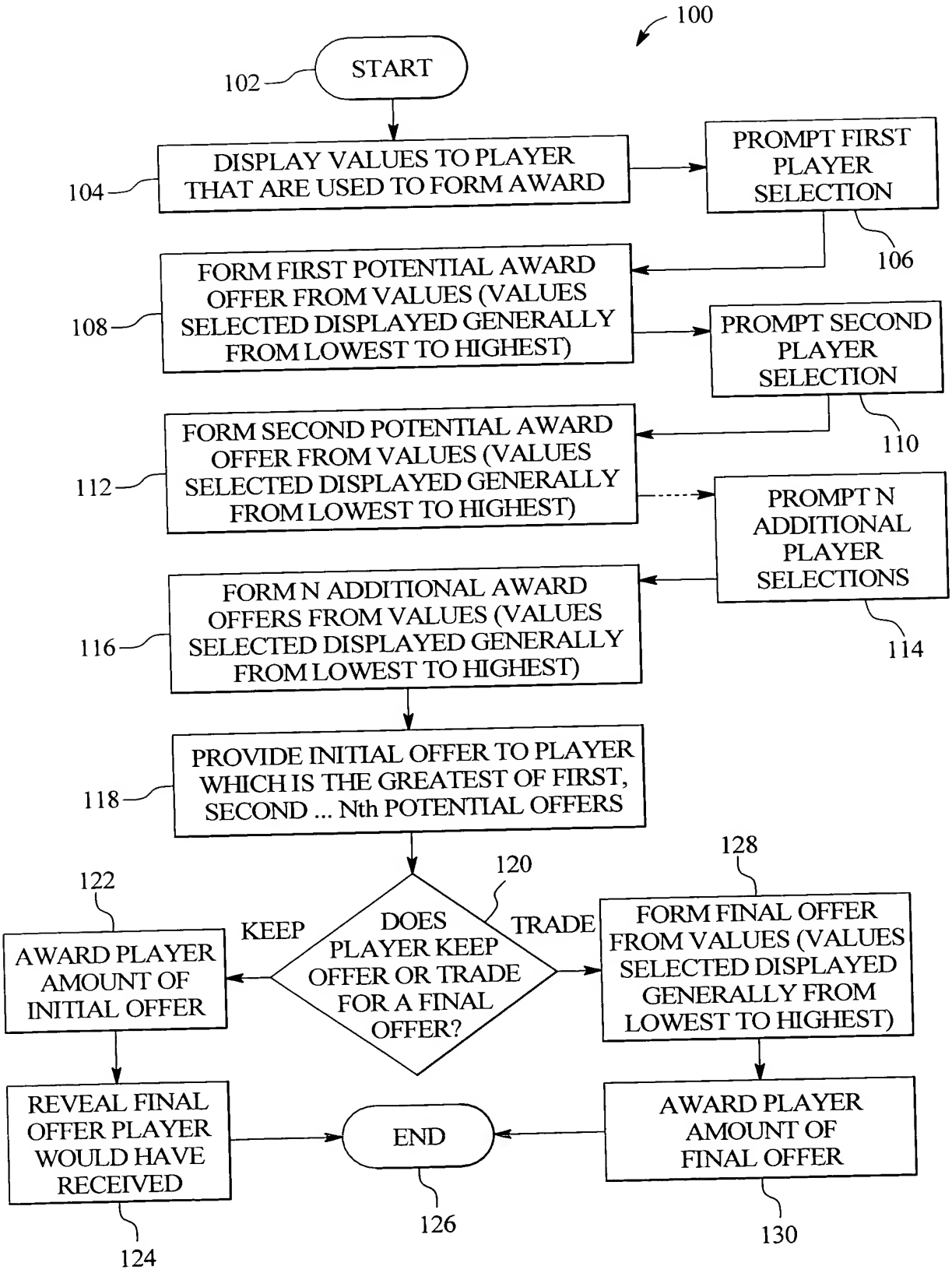

100
START
102
DISPLAY VALUES TO PLAYER THAT ARE USED TO FORM AWARD
104
PROMPT FIRST PLAYER SELECTION
106
FORM FIRST POTENTIAL AWARD OFFER FROM VALUES (VALUES SELECTED DISPLAYED GENERALLY FROM LOWEST TO HIGHEST)
108
PROMPT SECOND PLAYER SELECTION
110
FORM SECOND POTENTIAL AWARD OFFER FROM VALUES (VALUES SELECTED DISPLAYED GENERALLY FROM LOWEST TO HIGHEST)
112
PROMPT N ADDITIONAL PLAYER SELECTIONS
114
FORM N ADDITIONAL AWARD OFFERS FROM VALUES (VALUES SELECTED DISPLAYED GENERALLY FROM LOWEST TO HIGHEST)
116
PROVIDE INITIAL OFFER TO PLAYER WHICH IS THE GREATEST OF FIRST, SECOND ... Nth POTENTIAL OFFERS
118
120
DOES PLAYER KEEP OFFER OR TRADE FOR A FINAL OFFER?
KEEP
TRADE
122
AWARD PLAYER AMOUNT OF INITIAL OFFER
128
FORM FINAL OFFER FROM VALUES (VALUES SELECTED DISPLAYED GENERALLY FROM LOWEST TO HIGHEST)
REVEAL FINAL OFFER PLAYER WOULD HAVE RECEIVED
124
END
126
AWARD PLAYER AMOUNT OF FINAL OFFER
130

FIG. 8

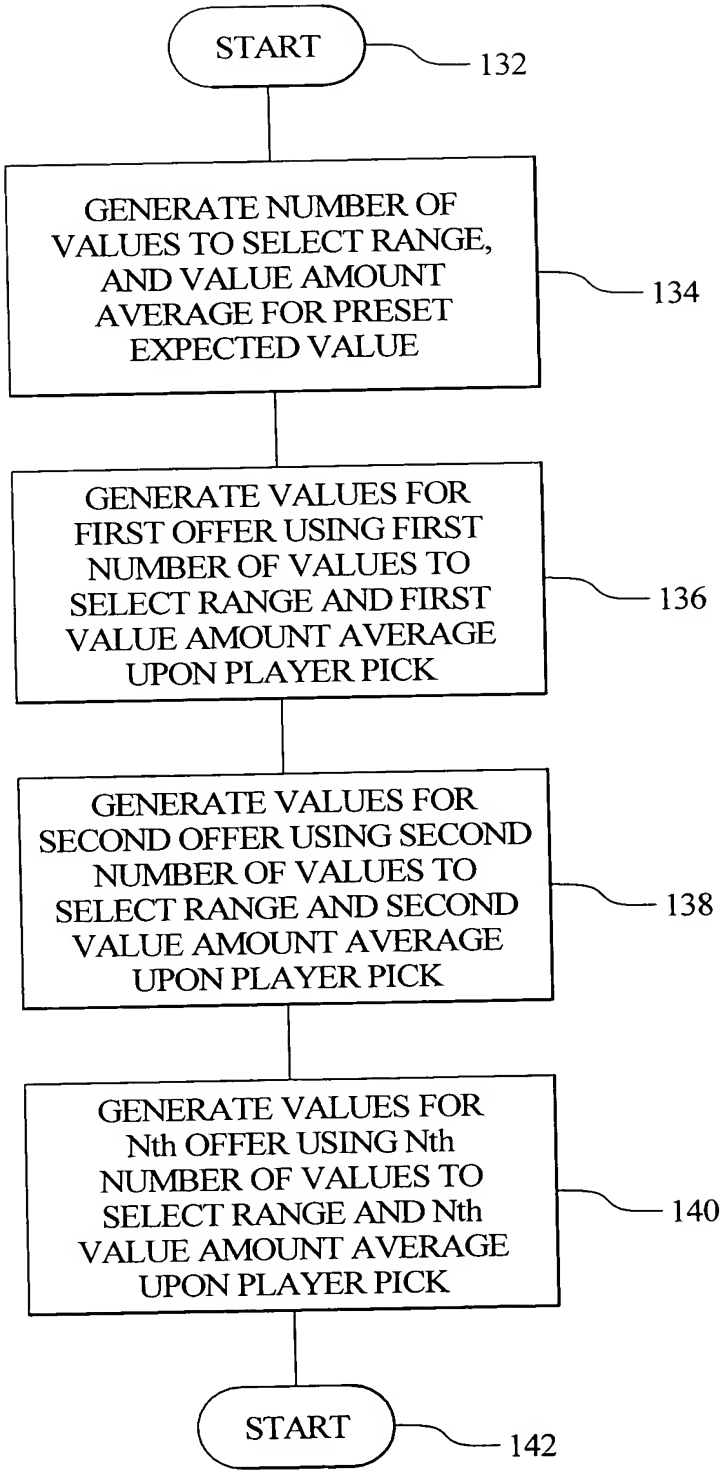
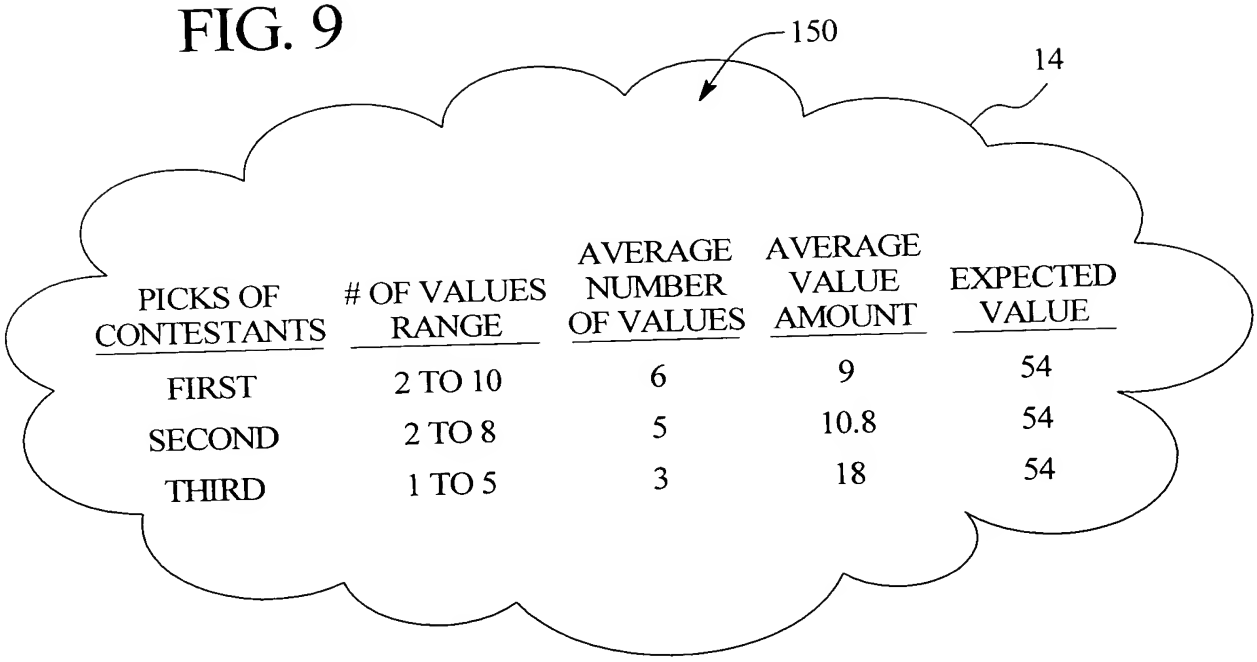

START
132
GENERATE NUMBER OF VALUES TO SELECT RANGE, AND VALUE AMOUNT AVERAGE FOR PRESET EXPECTED VALUE
134
GENERATE VALUES FOR FIRST OFFER USING FIRST NUMBER OF VALUES TO SELECT RANGE AND FIRST VALUE AMOUNT AVERAGE UPON PLAYER PICK
136
GENERATE VALUES FOR SECOND OFFER USING SECOND NUMBER OF VALUES TO SELECT RANGE AND SECOND VALUE AMOUNT AVERAGE UPON PLAYER PICK
138
GENERATE VALUES FOR Nth OFFER USING Nth NUMBER OF VALUES TO SELECT RANGE AND Nth VALUE AMOUNT AVERAGE UPON PLAYER PICK
140
START
142

FIG. 9



PICKS OF CONTESTANTS	# OF VALUES RANGE	AVERAGE NUMBER OF VALUES	AVERAGE VALUE AMOUNT	EXPECTED VALUE
FIRST	2 TO 10	6	9	54
SECOND	2 TO 8	5	10.8	54
THIRD	1 TO 5	3	18	54

FIG. 10

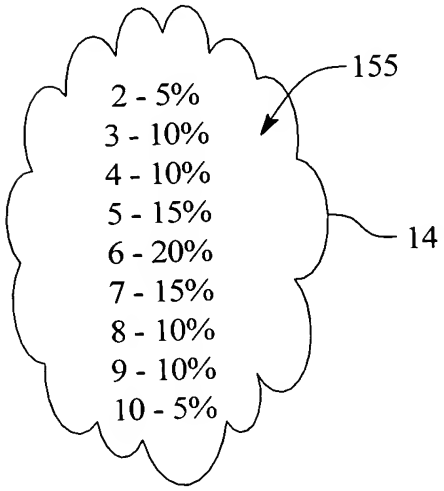


FIG. 11

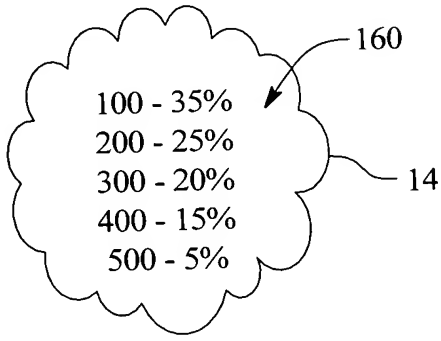


FIG. 12

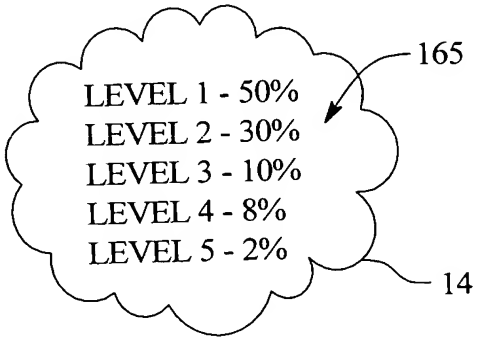


FIG. 13

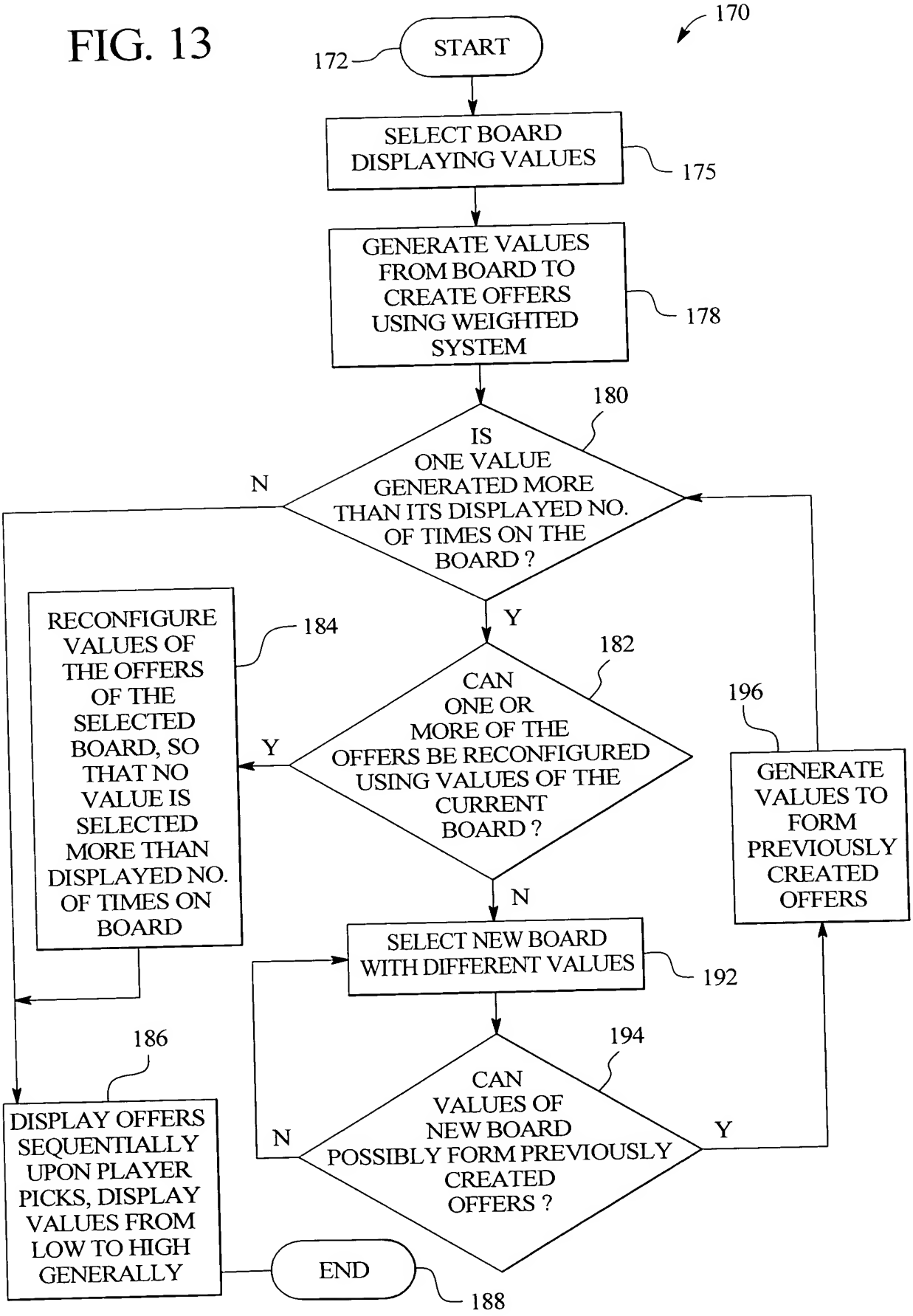

170
START
172
SELECT BOARD DISPLAYING VALUES
175
GENERATE VALUES FROM BOARD TO CREATE OFFERS USING WEIGHTED SYSTEM
178
180
IS ONE VALUE GENERATED MORE THAN ITS DISPLAYED NO. OF TIMES ON THE BOARD ?
N
Y
RECONFIGURE VALUES OF THE OFFERS OF THE SELECTED BOARD, SO THAT NO VALUE IS SELECTED MORE THAN DISPLAYED NO. OF TIMES ON BOARD
184
182
CAN ONE OR MORE OF THE OFFERS BE RECONFIGURED USING VALUES OF THE CURRENT BOARD ?
Y
N
196
GENERATE VALUES TO FORM PREVIOUSLY CREATED OFFERS
SELECT NEW BOARD WITH DIFFERENT VALUES
192
194
CAN VALUES OF NEW BOARD POSSIBLY FORM PREVIOUSLY CREATED OFFERS ?
N
Y
186
DISPLAY OFFERS SEQUENTIALLY UPON PLAYER PICKS, DISPLAY VALUES FROM LOW TO HIGH GENERALLY
END
188

FIG. 14

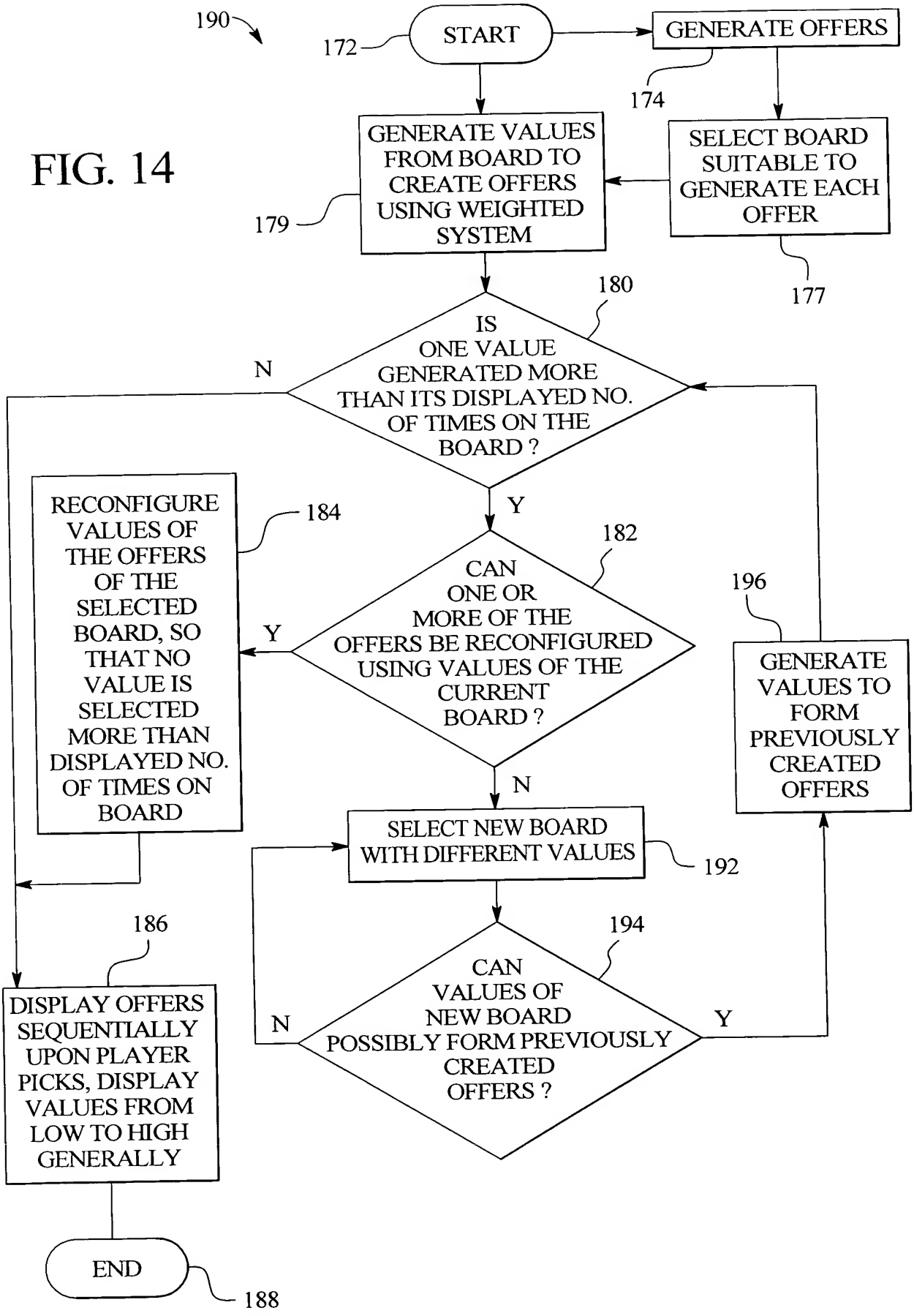

190
START
172
GENERATE OFFERS
174
GENERATE VALUES FROM BOARD TO CREATE OFFERS USING WEIGHTED SYSTEM
179
SELECT BOARD SUITABLE TO GENERATE EACH OFFER
177
180
IS ONE VALUE GENERATED MORE THAN ITS DISPLAYED NO. OF TIMES ON THE BOARD ?
N
Y
RECONFIGURE VALUES OF THE OFFERS OF THE SELECTED BOARD, SO THAT NO VALUE IS SELECTED MORE THAN DISPLAYED NO. OF TIMES ON BOARD
184
182
CAN ONE OR MORE OF THE OFFERS BE RECONFIGURED USING VALUES OF THE CURRENT BOARD ?
Y
N
196
GENERATE VALUES TO FORM PREVIOUSLY CREATED OFFERS
SELECT NEW BOARD WITH DIFFERENT VALUES
192
194
CAN VALUES OF NEW BOARD POSSIBLY FORM PREVIOUSLY CREATED OFFERS ?
N
Y
186
DISPLAY OFFERS SEQUENTIALLY UPON PLAYER PICKS, DISPLAY VALUES FROM LOW TO HIGH GENERALLY
END
188

FIG. 15

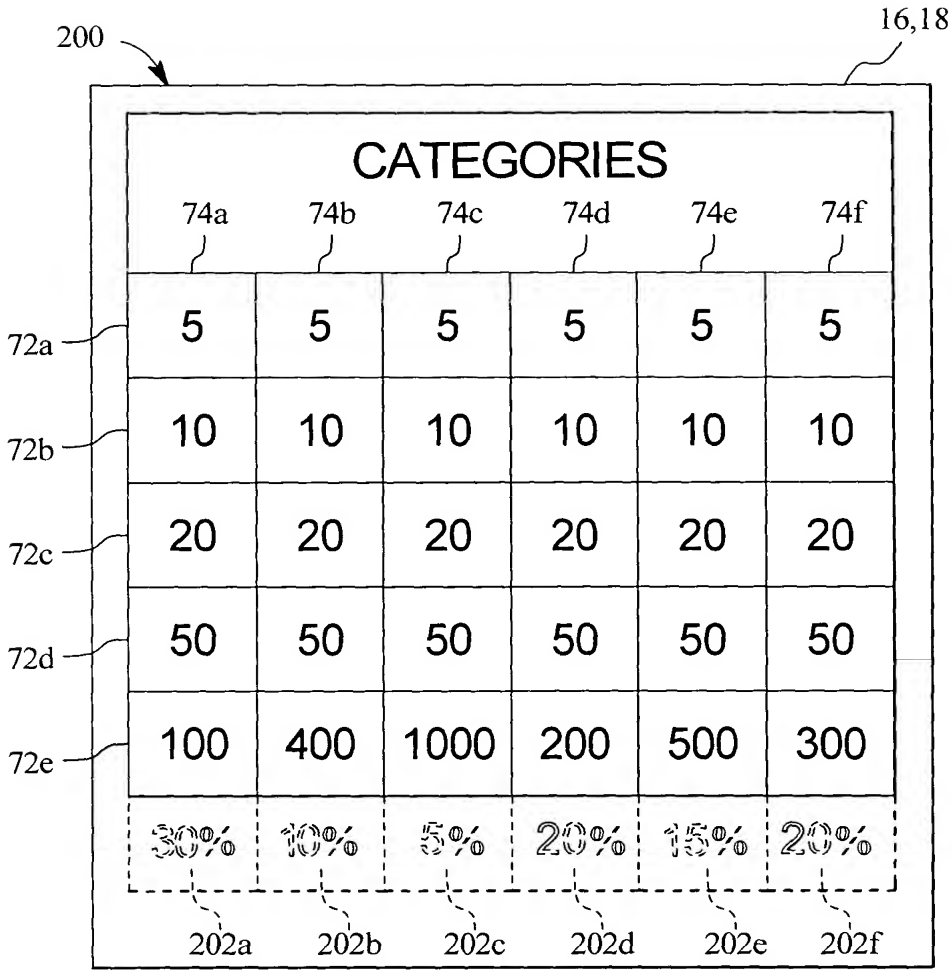

200
16,18
CATEGORIES
74a
74b
74c
74d
74e
74f
72a
72b
72c
72d
72e
5 5 5 5 5 5
10 10 10 10 10 10
20 20 20 20 20 20
50 50 50 50 50 50
100 400 1000 200 500 300
30% 10% 5% 20% 15% 20%
202a
202b
202c
202d
202e
202f

FIG. 16

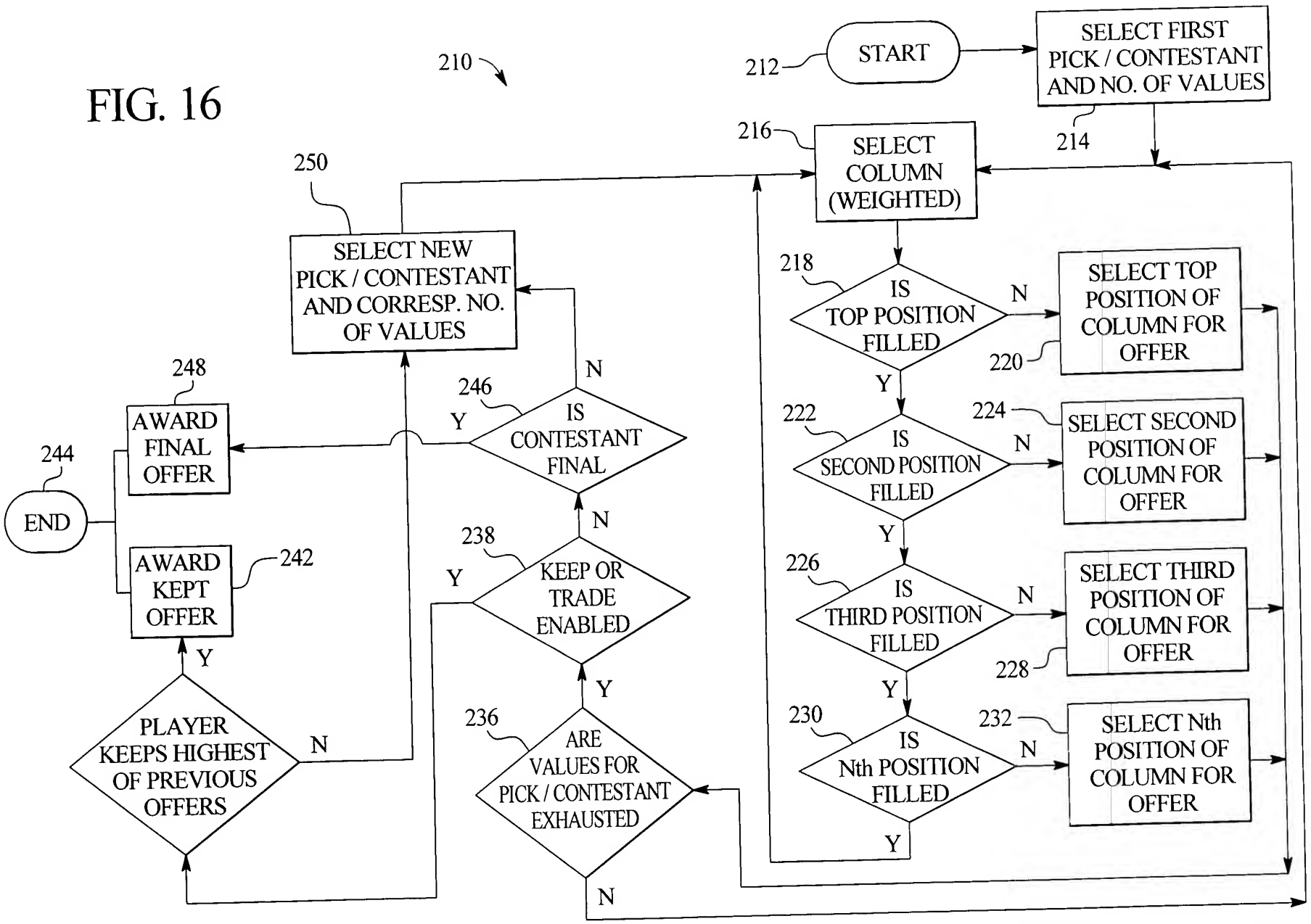

210
212
START
SELECT FIRST PICK / CONTESTANT AND NO. OF VALUES
214
216
SELECT COLUMN (WEIGHTED)
218
IS TOP POSITION FILLED
N
SELECT TOP POSITION OF COLUMN FOR OFFER
220
Y
222
IS SECOND POSITION FILLED
N
224
SELECT SECOND POSITION OF COLUMN FOR OFFER
Y
226
IS THIRD POSITION FILLED
N
SELECT THIRD POSITION OF COLUMN FOR OFFER
228
Y
230
IS Nth POSITION FILLED
N
232
SELECT Nth POSITION OF COLUMN FOR OFFER
Y
250
SELECT NEW PICK / CONTESTANT AND CORRESP. NO. OF VALUES
246
IS CONTESTANT FINAL
N
Y
248
AWARD FINAL OFFER
244
END
238
KEEP OR TRADE ENABLED
N
Y
242
AWARD KEPT OFFER
Y
236
ARE VALUES FOR PICK / CONTESTANT EXHAUSTED
Y
PLAYER KEEPS HIGHEST OF PREVIOUS OFFERS
N
N

FIG. 17

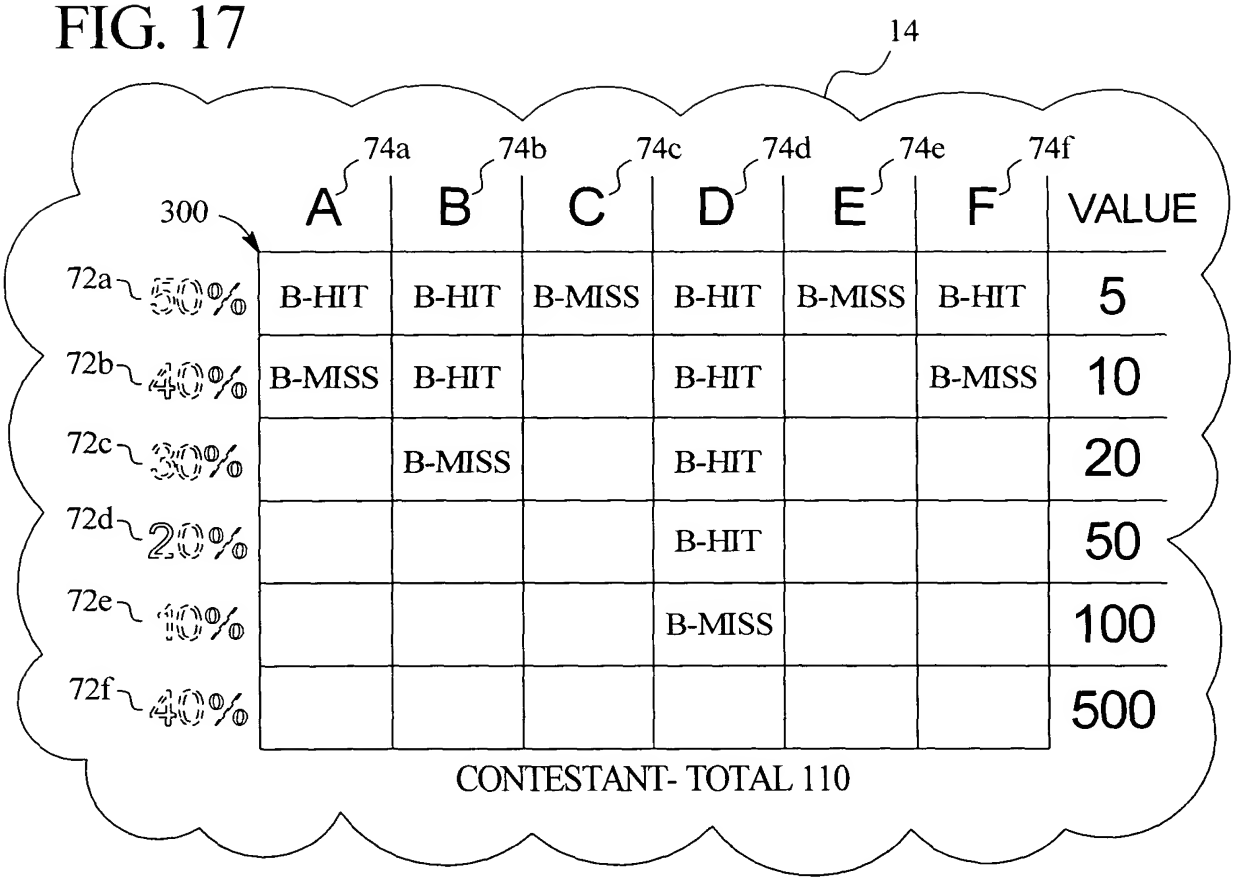

14
74a
74b
74c
74d
74e
74f
A
B
C
D
E
F
VALUE
300
72a 50%
72b 40%
72c 30%
72d 20%
72e 10%
72f 40%
B-HIT B-HIT B-MISS B-HIT B-MISS B-HIT 5
B-MISS B-HIT B-HIT B-MISS 10
B-MISS B-HIT 20
B-HIT 50
B-MISS 100
500
CONTESTANT- TOTAL 110

FIG. 18

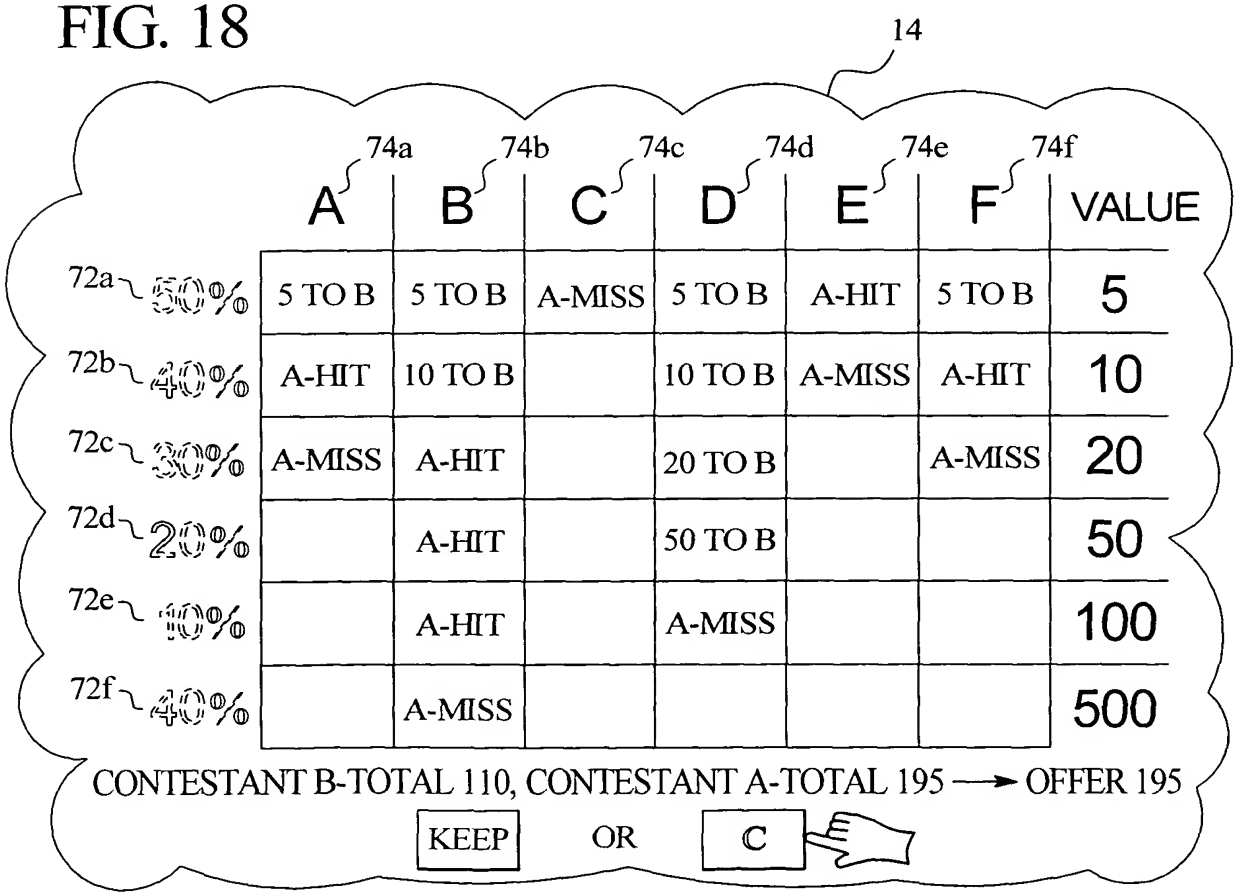

14
74a
74b
74c
74d
74e
74f
A
B
C
D
E
F
VALUE
72a 50%
72b 40%
72c 30%
72d 20%
72e 10%
72f 40%
5 TO B 5 TO B A-MISS 5 TO B A-HIT 5 TO B 5
A-HIT 10 TO B 10 TO B A-MISS A-HIT 10
A-MISS A-HIT 20 TO B A-MISS 20
A-HIT 50 TO B 50
A-HIT A-MISS 100
A-MISS 500
CONTESTANT B-TOTAL 110, CONTESTANT A-TOTAL 195 → OFFER 195
KEEP
OR
C

FIG. 19

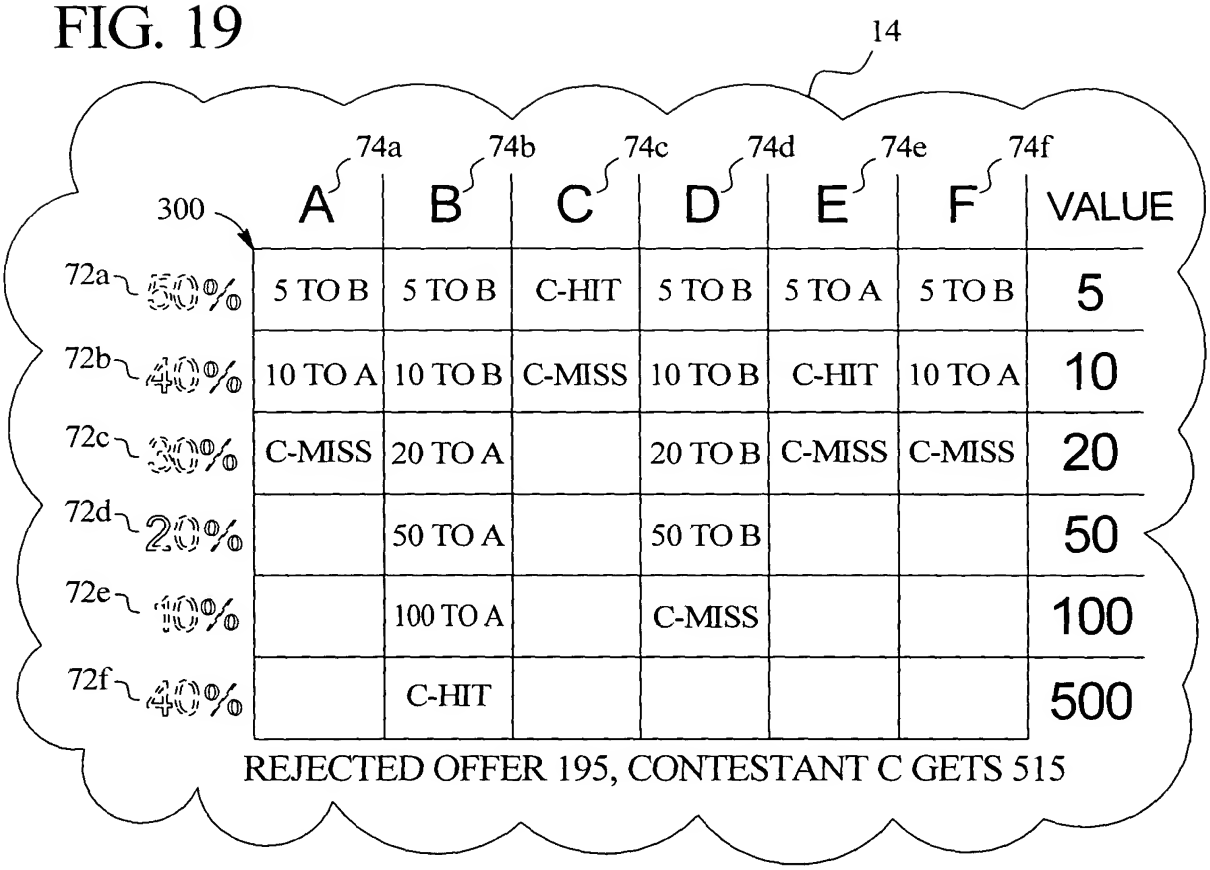

14
74a
74b
74c
74d
74e
74f
300
A
B
C
D
E
F
VALUE
72a 50%
5 TO B
5 TO B
C-HIT
5 TO B
5 TO A
5 TO B
5
72b 40%
10 TO A
10 TO B
C-MISS
10 TO B
C-HIT
10 TO A
10
72c 30%
C-MISS
20 TO A
20 TO B
C-MISS
C-MISS
20
72d 20%
50 TO A
50 TO B
50
72e 10%
100 TO A
C-MISS
100
72f 40%
C-HIT
500
REJECTED OFFER 195, CONTESTANT C GETS 515

FIG. 20

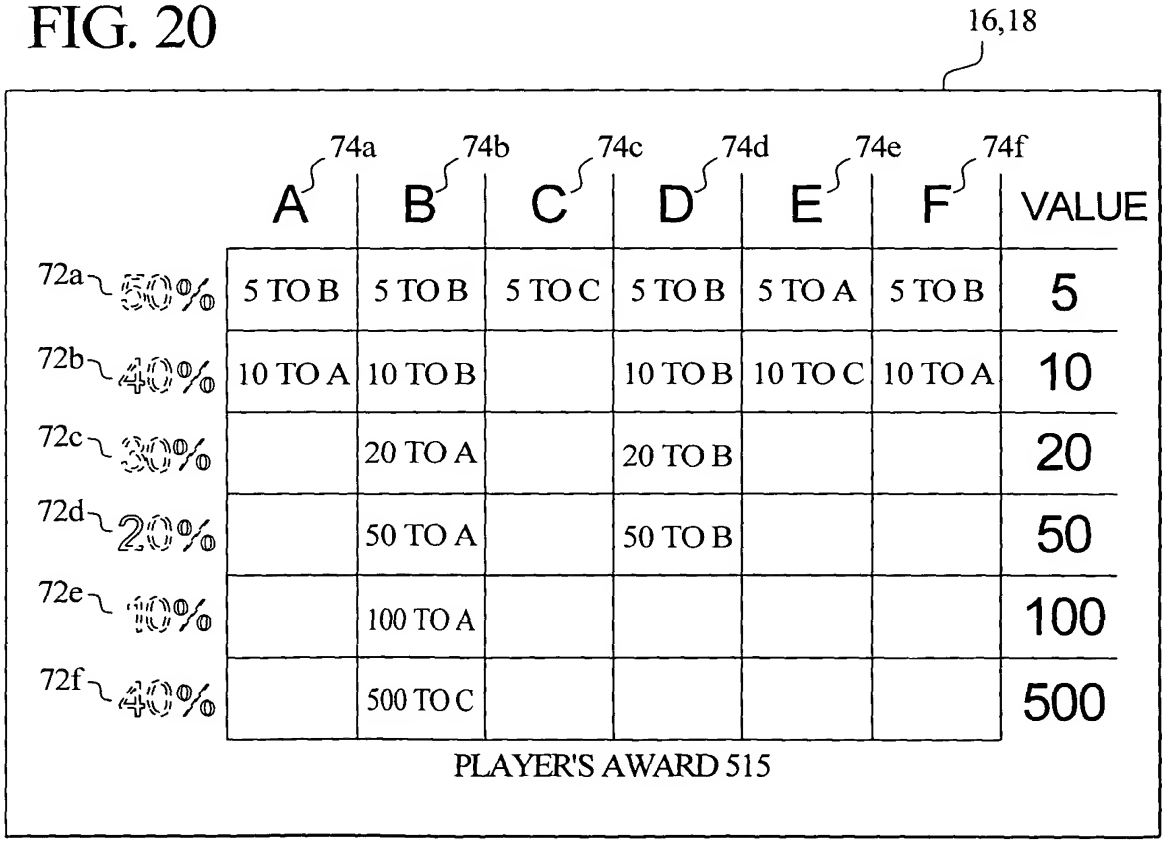

16,18
74a
74b
74c
74d
74e
74f
A
B
C
D
E
F
VALUE
72a 50%
5 TO B
5 TO B
5 TO C
5 TO B
5 TO A
5 TO B
5
72b 40%
10 TO A
10 TO B
10 TO B
10 TO C
10 TO A
10
72c 30%
20 TO A
20 TO B
20
72d 20%
50 TO A
50 TO B
50
72e 10%
100 TO A
100
72f 40%
500 TO C
500
PLAYER'S AWARD 515

FIG. 21

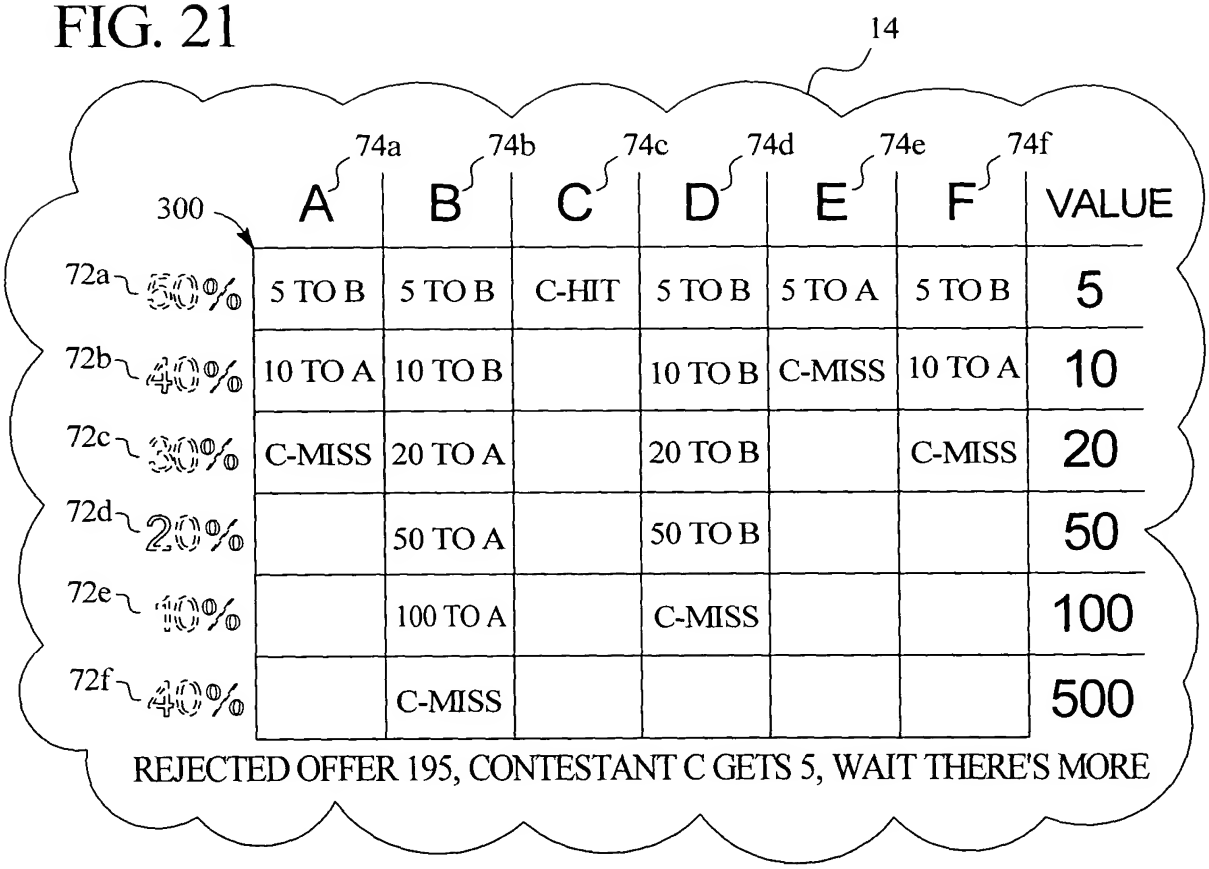

14
74a
74b
74c
74d
74e
74f
300
A
B
C
D
E
F
VALUE
72a 50%
5 TO B
5 TO B
C-HIT
5 TO B
5 TO A
5 TO B
5
72b 40%
10 TO A
10 TO B
10 TO B
C-MISS
10 TO A
10
72c 30%
C-MISS
20 TO A
20 TO B
C-MISS
20
72d 20%
50 TO A
50 TO B
50
72e 10%
100 TO A
C-MISS
100
72f 40%
C-MISS
500
REJECTED OFFER 195, CONTESTANT C GETS 5, WAIT THERE'S MORE

FIG. 22

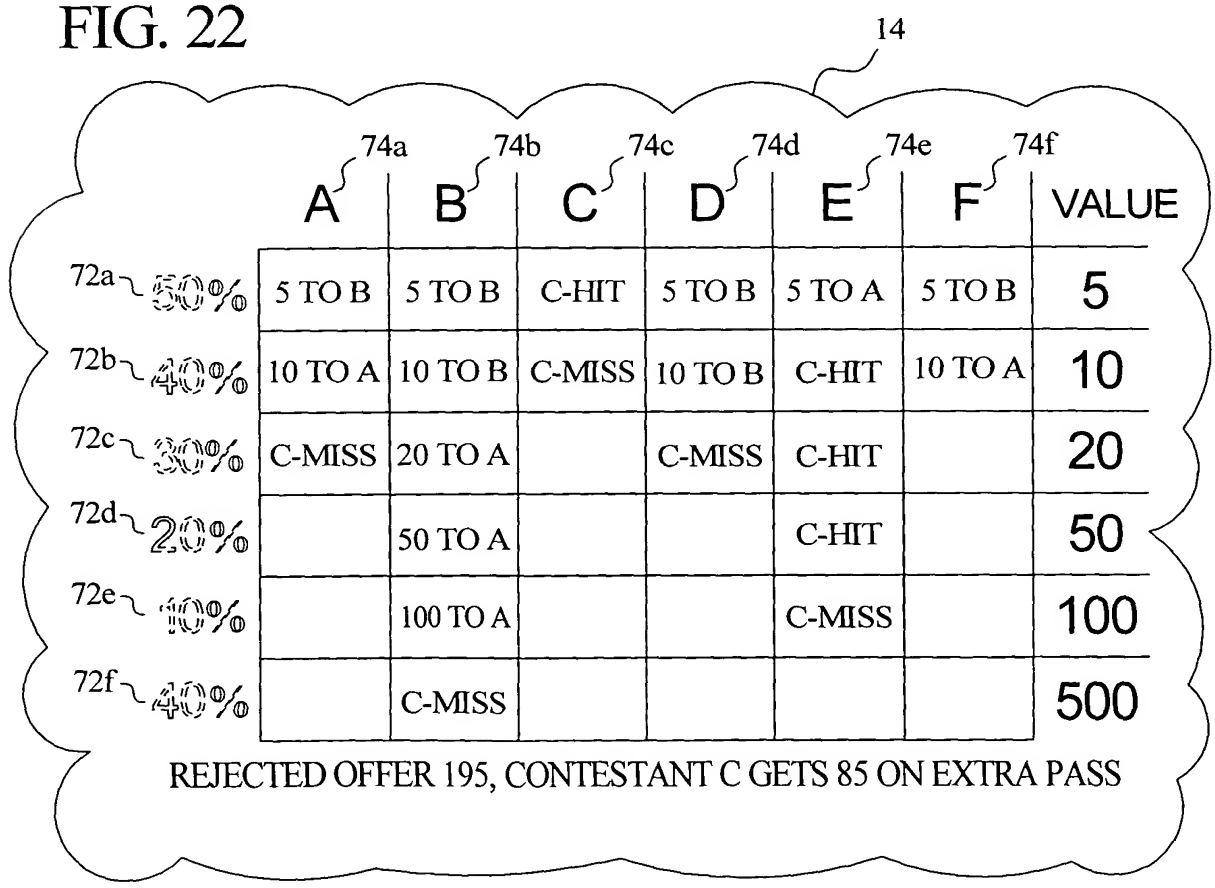

14
74a
74b
74c
74d
74e
74f
A
B
C
D
E
F
VALUE
72a 50%
5 TO B
5 TO B
C-HIT
5 TO B
5 TO A
5 TO B
5
72b 40%
10 TO A
10 TO B
C-MISS
10 TO B
C-HIT
10 TO A
10
72c 30%
C-MISS
20 TO A
C-MISS
C-HIT
20
72d 20%
50 TO A
C-HIT
50
72e 10%
100 TO A
C-MISS
100
72f 40%
C-MISS
500
REJECTED OFFER 195, CONTESTANT C GETS 85 ON EXTRA PASS

FIG. 23

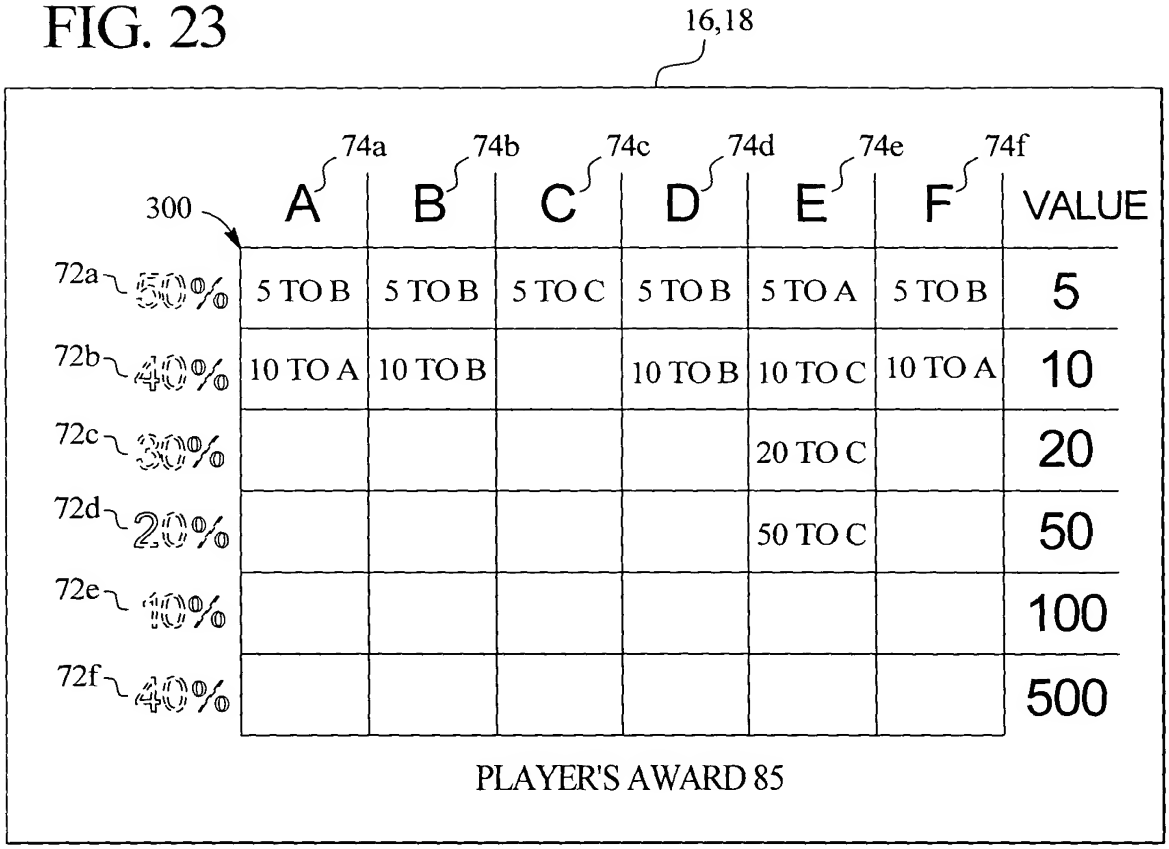
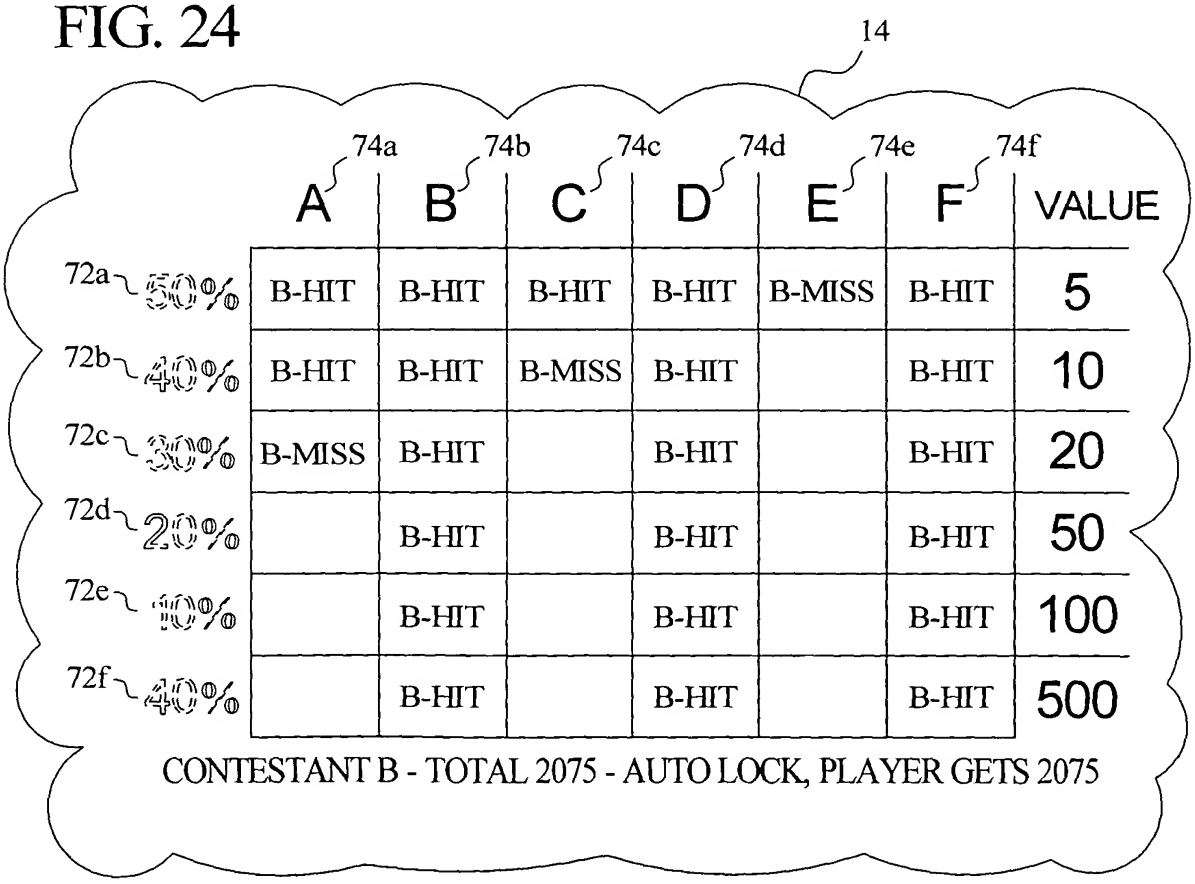

16,18
300
74a
74b
74c
74d
74e
74f
A
B
C
D
E
F
VALUE
72a 50%
5 TO B
5 TO B
5 TO C
5 TO B
5 TO A
5 TO B
5
72b 40%
10 TO A
10 TO B
10 TO B
10 TO C
10 TO A
10
72c 30%
20 TO C
20
72d 20%
50 TO C
50
72e 10%
100
72f 40%
500
PLAYER'S AWARD 85

FIG. 24


14
74a
74b
74c
74d
74e
74f
A
B
C
D
E
F
VALUE
72a 50%
B-HIT
B-HIT
B-HIT
B-HIT
B-MISS
B-HIT
5
72b 40%
B-HIT
B-HIT
B-MISS
B-HIT
B-HIT
10
72c 30%
B-MISS
B-HIT
B-HIT
B-HIT
20
72d 20%
B-HIT
B-HIT
B-HIT
50
72e 10%
B-HIT
B-HIT
B-HIT
100
72f 40%
B-HIT
B-HIT
B-HIT
500
CONTESTANT B - TOTAL 2075 - AUTO LOCK, PLAYER GETS 2075